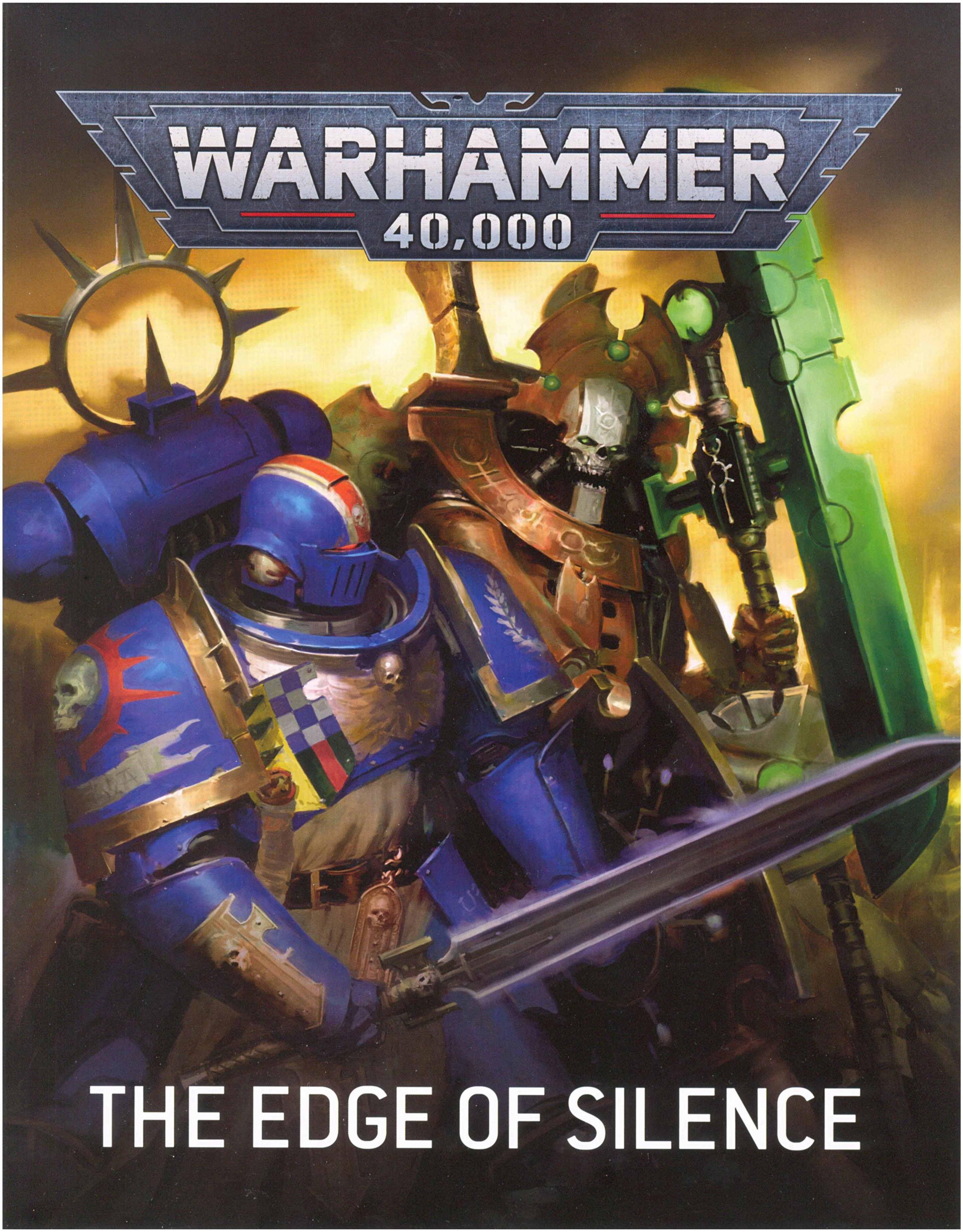
WARHAMMER 40,000



THE EDGE OF SILENCE

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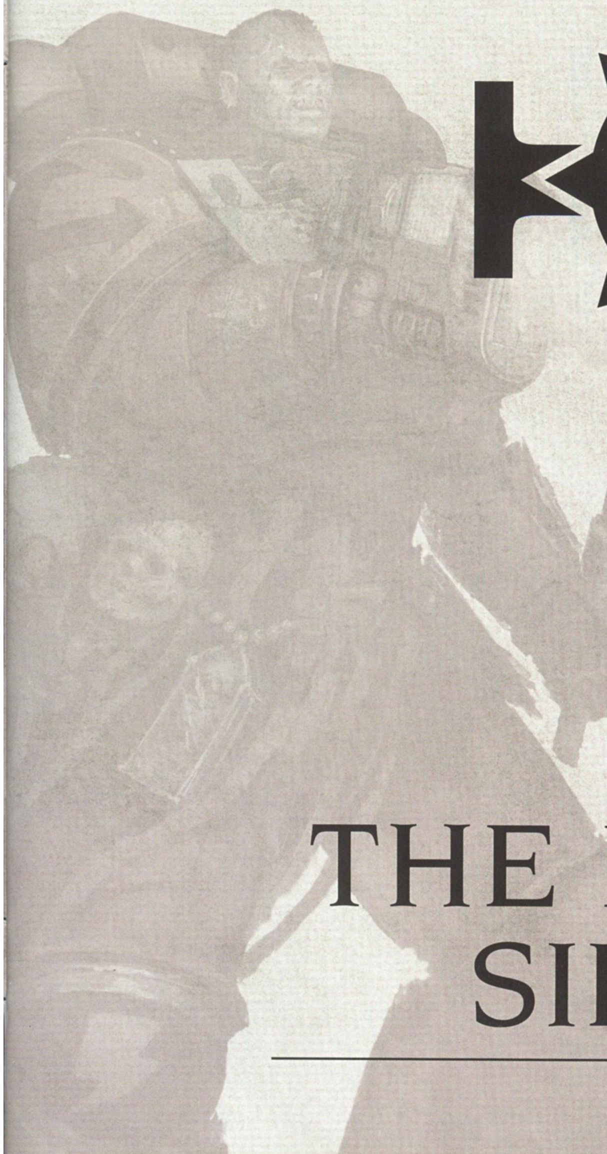
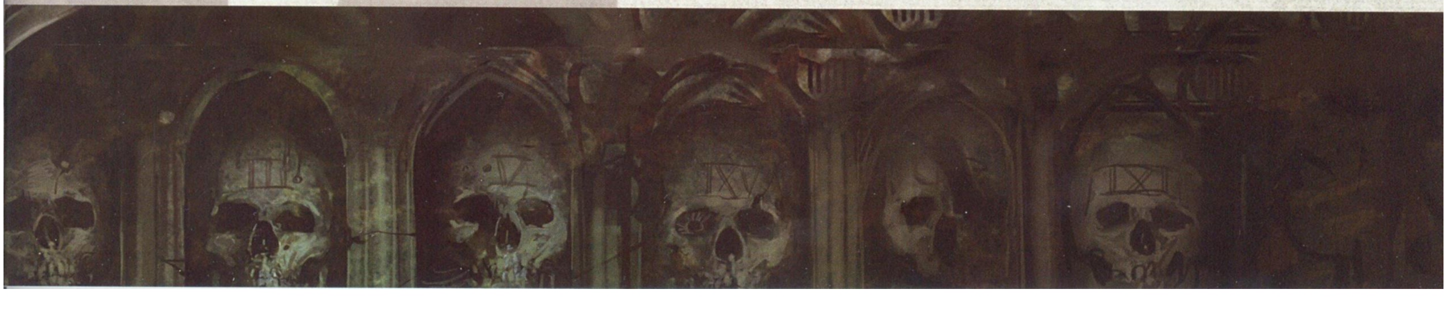


THE EDGE OF SILENCE

WAR ZONE PARIAH



THE PARIAH NEXUS

Amidst the darkness of the Noctis Aeterna, dread things moved with malevolent purpose. As the shadows receded, the Adeptus Terra struggled to re-establish contact with many systems across the Imperium Sanctus. Yet, of all the silent gulfs that demanded exploration, none yawned as wide or as ominously as the dead zone in the galactic north-west quadrant of the Nephilim Sector.

An ever increasing number of Imperial crusade forces are pushing into the region now recognised as the Pariah Nexus – or War Zone Pariah. Yet, in truth, even their assembled armies of the Adepta Sororitas, Adeptus Mechanicus, Ordo Xenos and Adeptus Astartes have only the most rudimentary understanding of the threat developing there.

Some eldritch force radiates from the benighted Xendu System to sever realspace from the warp. It stretches like a shroud of crawling unease that settles across world after world. Those planets engulfed are swiftly rendered 'stilled'. One by one, living minds are smothered and souls snuffed like guttering candle flames. Warp travel within the Nexus is massively curtailed, with Navigators reaching desperately for empyric currents they can barely sense, and ships suffering catastrophic malfunctions as they attempt to force their way through the Nexus' entangling shroud. Astropathic communication is strangled. Only faith seems to stave off the threat, and even then it is but a temporary reprieve.

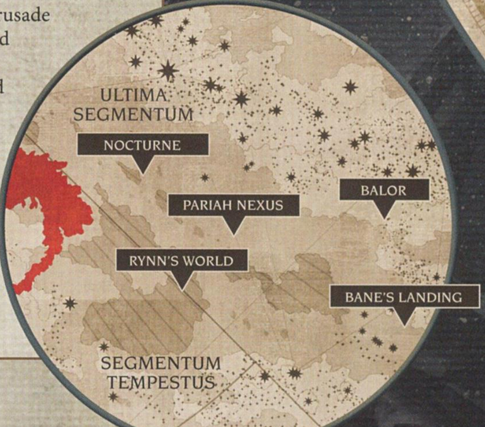
The relentless expansion of the Pariah Nexus is the work of the Necrons. The ancient android-bodied xenos are enacting the first steps of a plan aeons in the making, driven by Szarekh, last of the Silent Kings. With the uneasy allegiance of an ancient conclave of Crypteks known as the Technomandrites, Szarekh is attempting to propagate a star-spanning weapon of such potency that it could end the threat of Chaos altogether. That this sea change in the galaxy's fortunes would come at the cost of soul death for every non-Necron life form is simply an additional boon from the Silent King's point of view.

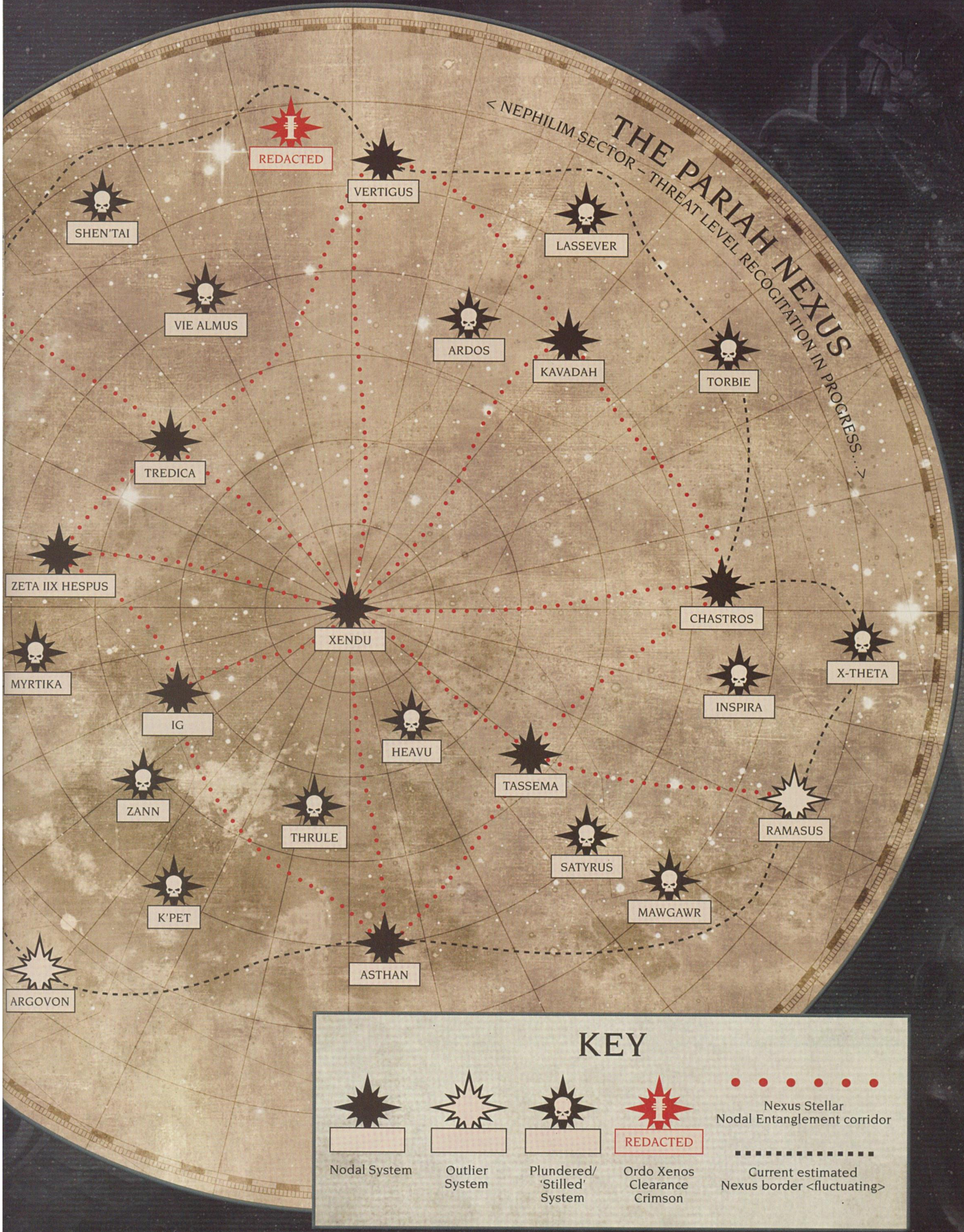
At the heart of this colossally ambitious scheme lies a substance known as noctilith – or, more commonly, as blackstone – wrought into towering pylons. Though Imperial military observers cannot be sure whether the pylons within the Pariah Nexus were excavated by the Necrons or dropped in from space, one thing is clear: somehow, the cyclopean Obelisks are now channelling the energies of the caged Xenduan star to generate a supernatural barrier between realspace and the warp.

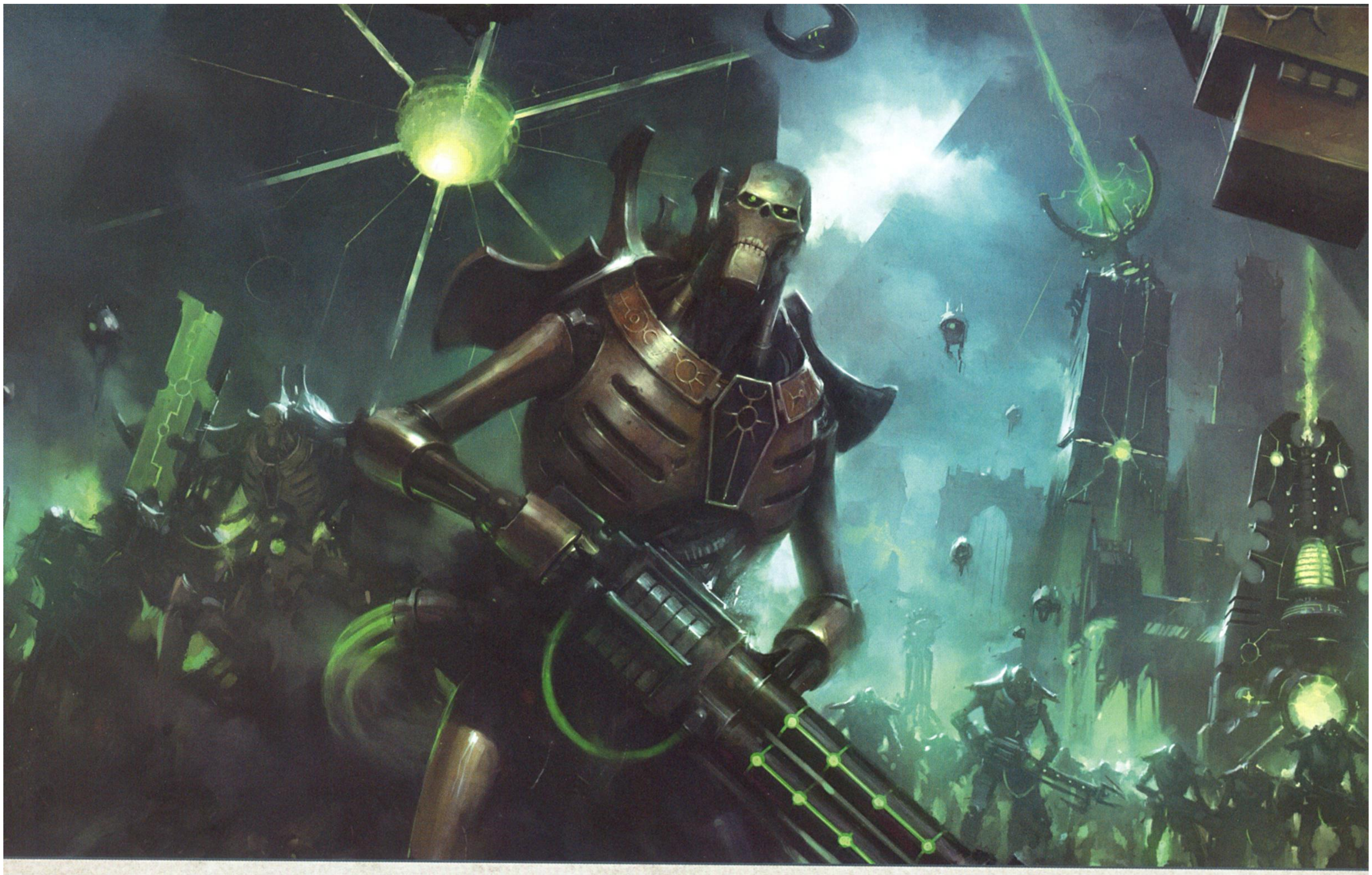
The vast majority of the worlds within the Nexus are already considered lost, their Human populations stilled. Some have been reduced to eerie ghost-worlds of sepulchral silence, while others have been transformed by continent-spanning Necron defence matrices into xenos super-fortresses. Imperial crusade contingents still push into the silent systems, with faith in their armour and in sacrifice. Should they fell the Necrons' pylons, perhaps this spreading nightmare might still be curtailed. Yet, as the battles rage more fiercely and fresh Necron dynasties move to aid the Silent King, the situation looks desperate indeed.

A privileged and shadowy few within the Imperium harbour darker concerns about the Pariah Nexus. While it is located deep in the south of Ultima Segmentum, rumours and reports from a string of other outlying sectors have an eerie ring of familiarity to them, and a pattern is slowly forming.

ZEID
PARADYCE
REDACTE
VORLIAN ANOMALY
LOMORR




THE PARIAH NEXUS
< NEPHILIM SECTOR – THREAT LEVEL RECOGITATION IN PROGRESS... >
REDACTED
VERTIGUS
SHEN'TAI
LASSEVER
VIE ALMUS
ARDOS
KAVADAH
TORBIE
TREDICA
ZETA IIX HESPUS
CHASTROS
XENDU
X-THETA
MYRTIKA
INSPIRA
IG
HEAVU
TASSEMA
ZANN
THRULE
RAMASUS
SATYRUS
K'PET
MAWGAWR
ASTHAN
ARGOVON
KEY
Nodal System
Outlier System
Plundered/ 'Stilled' System
REDACTED
Ordo Xenos Clearance Crimson
Nexus Stellar Nodal Entanglement corridor
Current estimated Nexus border <fluctuating>



THE SILENT KINGDOM

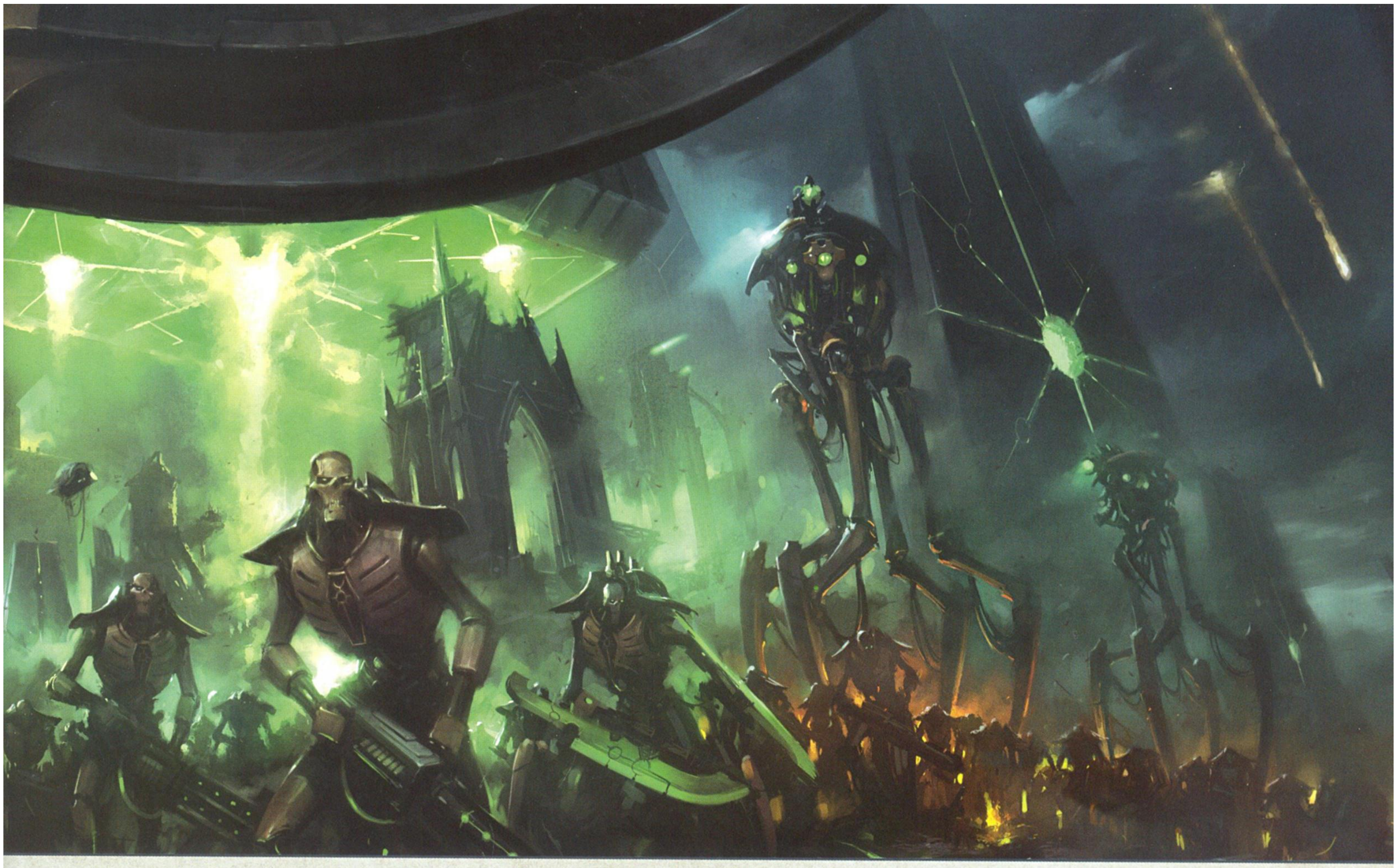
Far from Holy Terra, the dread that blossomed upon Imperial worlds such as Vertigus II was palpable. The Cicatrix Maledictum yawned wide, and the vast distances separating Humanity's empire was more keenly felt as these worlds were suddenly cut off from the guiding light of the Astronomican. Into this well of fear strode the burnished hosts of the Szarekhan Dynasty.

The mining world of Vertigus II was far from defenceless. Though its webs of industrial communes were spartan, the resources they mined were highly valued. The planet boasted reserves of promethium, as well as deposits of rarer materials sold in secrecy to the Adeptus Mechanicus. The mineral wealth was so integral to the region that seven regiments and thirteen armoured corps of the Astra Militarum were permanently barracked upon the planet, alongside macroclades of Skitarii from several invested forge worlds and Vertigus' native defence forces. Gunships scarred the skies with contrails and high orbit swarmed with Skopticon-class orbital defences. When the Noctis Aeterna fell upon them, however, Vertigus' protections were found wanting.

The Noctis Aeterna was the veil that shrouded Humanity's worlds when the Great Rift tore through the galaxy. The beacon of the Astronomican was seemingly snuffed out by this blackness, rendering navigation and communication impossible for the Imperium. Vertigus was alone, light years from the nearest aid. The first its rulers knew of their attackers was the simultaneous cessation of signals from every one of their orbital defences. There were no offers of parley, no overtures of ceremonial respect. The forces of the Szarekhan Dynasty appeared as if from nowhere and proceeded to sweep Humanity from the world.

No dynasty at the time of Necron biotransference was as influential or as powerful as that of the Szarekhan. None enjoyed greater prestige or patronage, for the Szarekhan were the dynasty of Szarekh himself, last of the Silent Kings. The dynasty's nobility viewed the galaxy with a sense of entitlement, and their self-appointed superiority to its myriad races – even to other dynasties – was often brutally displayed. They did not assimilate their rivals or seek honourable tribute; the Szarekhan subjugated them, annihilating those who refused subservience.

During the millions of years they spent slumbering in the cold hearts of their tomb complexes, the Szarekhan's once unassailable position of dominance had eroded. Coreworlds were lost to the searing touch of supernovas or failures



in power systems supposedly immune to the ravages of time. When the appointed hour of awakening drew near, many Szarekhan tombs were slow to attain full operation and other dynasties overtook them in both power and territory. Only when a Cryptek emissary of the Silent King entered the Szarekhan crownworld, allowed free passage by its unsleeping guardians thanks to Szarekh's dynastic protocols, were the Szarekhan fully revived. The emissary had brought a message and the dynasty were given renewed purpose – a chance to serve the Silent King directly once more.

Upon Vertigus, the Szarekhan Overlords directed their warriors to utterly destroy the quickly mustered Imperial counter-attack. Soulless Necrons in hundreds of phalanxes phased into being from orbiting tomb ships at each mining commune. The Guardsmen, Skitarii and even armed gangs of mine workers fiercely defended their world against the invaders, but it was not just the Necrons' superior technology they faced. An aura of dominion extended from each deathly android. As their skeletal forms stalked closer to lines of defence along macro pipe networks, Human minds were fogged. Even keeping sight of the enemy became painful as every instinct screamed at the defenders to avert their gaze. With their cohesion disrupted, lines were breached and cordons shattered by flickering beams of energy and relentless waves of living metal constructs. Scores of Guardsmen fell in bloodless pieces, efficiently carved apart by fractal-edged blades which blackened and withered the flesh. Many were just as overcome by the debilitating emanations of regal sovereignty that pulsed from their attackers. Some threw their weapons down and prostrated themselves, while others cowered in obeisance and uncomprehending subservience. No such action would save them from the Szarekhan, however. Some were discorporated by translocation beams, their fate unknown, while others were crushed beneath the uncaring soles of rank upon rank of marching Necrons.

There were areas of Imperial resistance that survived the initial assault. Some communes had organised strategic kill zones that bought enough time to retreat into the underground mine complexes. It was a tactic born of desperation, hoping that the labyrinthine warrens would afford them defensible fire points, or even hiding places. Skorpekh Destroyers were despatched down the vertiginous shafts, a passionless drive illuminating their optics as they hunted.

Vertigus had fallen to the Necrons. Even before its remaining Human defenders were overwhelmed, the Crypteks of the Szarekhan had begun work on the dynasty's true purpose. Before the Great Sleep, they were recognised as the greatest artisans of blackstone in the Necron Empire. Crypteks patronised by the dynasty's nobles had discovered more of its secrets than others of their kind, and Szarekhan's artificers could manipulate it through interdimensional planes and enfolded geodesic matrices. On Vertigus, conclaves of Crypteks channelled vibrant streams of energy into the surface of the mining communes. From deep underground rose semi-liquid spears of blackstone, rippling upwards. More pillars appeared from thin air, phasing into being in shafts of sickly light as they were beamed from the Necrons' ships. As each settled into form, their tips soared to the sky where clouds twisted unnaturally.

Vertigus was the final link in the Silent King's design. It was the last nodal system in a zone of stable space so large, and so maddening in its complex geometries, as to defy Human comprehension. The Pariah Nexus was activated. Its systems would be stilled and the Szarekhan's stellar ascension would be unstoppable.

THE PARIAH CRUSADE

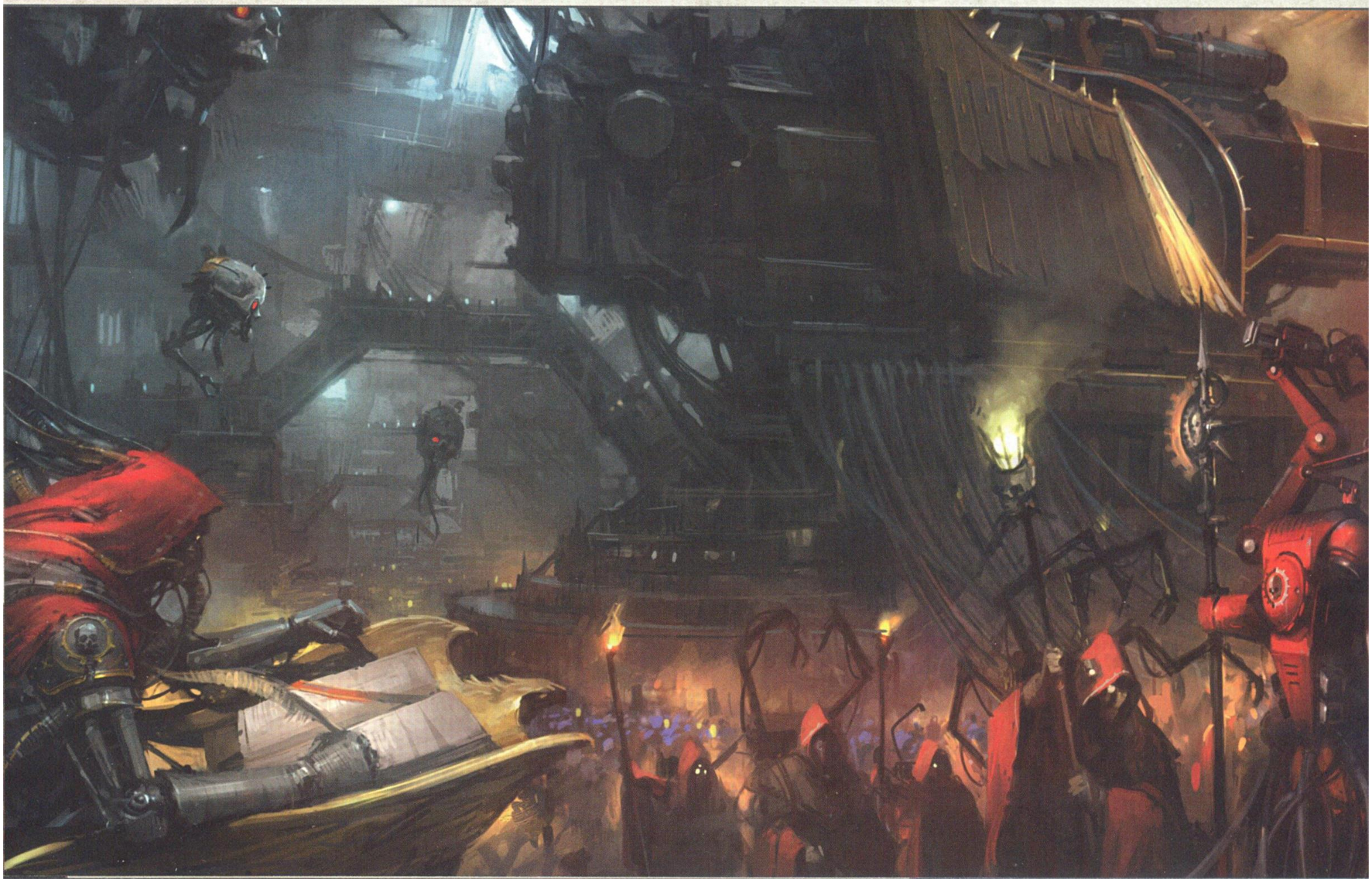
In time, the blackness of the Noctis Aeterna weakened. At Terra and other musters, the Indomitus Crusade gathered – an assemblage of war the likes of which had not been seen for millennia. Fleets of warships pushed out into Humanity's realm, the warriors within hailing from countless worlds. Amongst the greatest of them were the Ultramarines.

Were they not the scions of Roboute Guilliman, Lord Commander of the Imperium, the Ultramarines' authority would still be solidified ten times over amongst the Indomitus Crusade battle groups of Fleet Primus. The skill and strength of these noble Space Marines are legendary. For ten thousand years they have upheld an inflexible code of honour and strict adherence to martial discipline. The Ultramarines are lauded amongst the superhuman champions of Humanity as exemplars of everything the warriors of the Adeptus Astartes aspire to be.

The Ultramarines comprised the leading elements of Battle Group Kallides' task forces. The Chapter's warriors had already led dozens of engagements during the battle group's course through the Ultima Segmentum, supported by regiments of Astra Militarum soldiery, Commanderies of Adepta Sororitas and allied forces of other Space Marine Chapters. As decreed by Groupmaster Marran, the battle group's primary deployment was to the Nephilim Sector, though the violent warp storms hindered its progress many times. Disturbing reports had reached out from Nephilim's surrounding sectors, and these were likely only a fraction of the missives sent out, many being lost in the churning empyric disruption. Conflicting accounts of unidentifiable attackers were interspersed with tales of a spreading entropy, which the Imperium was classifying as the Pariah Nexus. Though the Astronomican was being felt once more, there were reports that this area was becalmed. The stronger the Emperor's beacon flared, the more unsettling became the contrast.

As the battle group approached the north-west frontier of the Nephilim Sector, Groupmaster Marran's captains reported a calming of the warp storms. For the ships' Navigators, it first came as a welcome reprieve from the task of negotiating the roiling currents, yet it soon proved even more dangerous. The further into the sector the ships forged, the more difficult it became to navigate; currents and swells faded to insubstantial eddies and warp engines required more and more power to make headway.

Among the battle group's objectives was the valuable mining world of Vertigus II. The planet had been silent for the past



three tithe cycles. If its rulers thought to abrogate their Imperial responsibilities, their error would be made plain to them. The need for its mineral resources was all the more desperate after uprisings and psychic calamities claimed other mining worlds in the segmentum.

Task Force III was formed to determine the cause of Vertigus' silence. Many of the Ultramarines veteran warriors had been afforded the high honour of bearing ancient relics of the Chapter, and they proudly formed the vanguard of the task force's mission drops. The Ultramarines received no response to their repeated vox-hails, and though the task force's ships scanned the system, no sign of any craft – Imperial or otherwise – was detected.

The Ultramarines and their allies made landfall at multiple points across Vertigus' primary landmass. Upon the surface, the Captain of the Ultramarines force coordinated sweeps of the mining communes from their capital of M'tallonis. The Space Marines found no trace of the planet's millions of inhabitants, merely an oppressive silence at each commune. The Ultramarines were conditioned not to feel fear, but they became enshrouded in a pervasive sense of unease, while ghost returns befouled their auspex scanners. They found obvious signs of strife – las-burns and craters from high explosive shells. Streaks of disintegrated matter and razor-edged gouges in solid rock told the experienced commander what manner of foe had been here, and he ordered increased vigilance. Yet battle damage was not everywhere, and the Ultramarines noted indicators of sudden abandonment. Brass-keyed ordinators – crystalflex screens blinking lethargically – sat before long rotten and half eaten rations. Amid heightened tensions, reconnaissance on the fringes of each commune revealed soaring obelisks of black rock.

Suddenly, solid contact signals sprang up in every quadrant. From pools of shimmering air like heat haze there lurched skeletal forms of metal, actinic beams of energy spearing from their heavy rifles, while out of mine shafts clambered talon-limbed aberrations that span towards the Space Marines. From the sky, clouds of glinting wing cases heralded a swarm of metallic constructs descending to feed. Ultramarines squads reacted instantly, reforming and firing into the advancing Necrons. They closed with the xenos attackers, determined to drive them from the world. The battle for Vertigus had reignited.

BLACKSTONE

The dark mineral known to the Imperium as noctilith, or more widely as blackstone, is poorly understood by even the most learned cryptogeologist or radical petrarcanite. Its many properties, sometimes contradictory, fascinate the technologists of the Adeptus Mechanicus, many of whom will go to any lengths to obtain this rare substance. It is known to affect empyric manifestations, the outpouring of warp storms and even the aetheric fields projected by ordinary people, untouched by psychic mutation.

Perhaps blackstone's strangest quality is its very presence upon worlds at all. There have been suggestions that the most substantial deposits discovered so far by Mankind have been strangely uniform and polyhedral, with inexplicably ordered strata. These sites have often become battlegrounds as invading Necron legions seek their acquisition just as keenly.

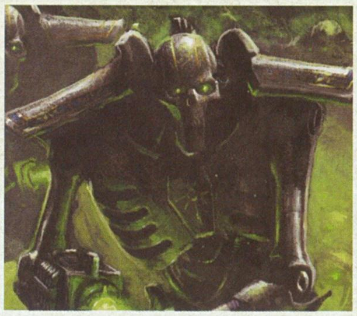
THE ARISEN ANCIENTS

From a time long before Humanity existed, an ancient power stretches out through the veil of death itself. The Necrons rise from tomb worlds across the galaxy, time-worn mechanical limbs having lost none of their strength. Bearing a cold and calculating disdain for the younger races of the galaxy, their macabre nobility and legions seek to bring the galaxy to heel.

The memory coils of the Necron nobility burn brightly with images of the galaxy's other races cowering before their power. These are not myths to these dread rulers. They were there in person, millions of years ago, rulers of an ancient xenos race. Their metallic bodies and emotionless features exude the threat of death as they rise from bone-white sands or step from pulsing portals to dark dimensions. Their advanced technology delivers such death with arcane weapons as is beyond the comprehension of their enemies.

The Necrons were once a race of flesh and blood who ruled an empire that spread across the galaxy. Desiring ever greater power, and the ultimate prize of immortality, they entered into a conflict against a foe they soon realised they could not defeat. This pan-galactic war, termed the War in Heaven by some, saw trillions killed. Fearing extinction, the Necrons' forebears took drastic measures to survive. They struck a bargain with maleficent entities called the C'tan, who clad them in bodies of living metal in a process known as biotransference. This pact gave the Necrons the strength and resilience to win the war, but it came at a terrifying price – their very souls.

The Necrons' ruler, the Silent King, was horrified by what he had allowed to happen to his people. With the war won, he bade his subjects now turn on the C'tan, for these god-like creatures had feasted on the Necrons' souls during biotransference. The Necrons shattered the C'tans' essences, but the cost was high. The galaxy was devastated by the conflict and the Necrons were weakened. Enemies who had survived the War in Heaven were growing in power, and the Silent King ordered the Necrons to retreat into vast tomb complexes. Their living metal forms would sleep away the aeons untouched by the ravages of time, while empires of other races rose and fell. Millions of years passed before the Necrons began to wake once more.



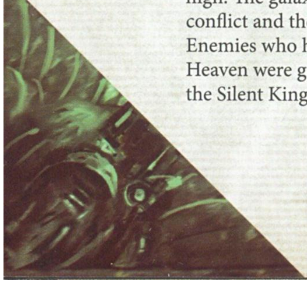
Many tomb complexes have been roused only for their inhabitants to find the galaxy in anarchy. Their hard-won empire lies shattered, the treasures of their civilisation picked over by uncomprehending pillagers and their worlds filled with those the Necrons consider 'lesser' races – any who are not Necron. Worse still, time has fractured more than their empire.

Although their living metal forms mostly survived the millions of years in slumber, errors and cascade failures in their minds have left some afflicted by madness. Corrupted protocols, inescapable loops of logic and the inability to recognise reality have left many of these unfortunates little more than mindless automata. Others have become all the more dangerous for it, madly experimenting on other races, indulging in nihilistic slaughter or consigning billions to oblivion by unleashing apocalyptic devices.

More and more Necrons continue to wake from their tomb complexes to march upon the living, and none can say how many remain hidden. Legions of skeletal warriors advance in eerie synchronicity, – save for the occasional glitch – enacting their lords' commands without question. Their inescapable gait is relentless and their deathly appearance is made more horrifying as their bodies self-repair. To witness a dismembered Necron slowly pull itself upright, a fell light of vengeance in its optics, can break the stoutest resolve. Their legions do not march alone – servile Canoptek constructs defend their masters with needle-like talons and steel mandibles, cyclopean war engines unleash beams of annihilation and sickle-shaped attack craft pour death from above. Everywhere, the crack of eldritch energies and the tread of voiceless doom is heard.

Necrons' mastery of technology extends well beyond their mechanical forms. Their control of fundamental forces is so complete as to appear nigh sorcerous. Gauss weaponry unleashes beams that disassemble matter – abrading flesh and armour one molecule at a time, causing untreatable wounds and even rupturing solid plasteel. Waves of entropic force surround fractal blades that shine with the unlight of another realm.

Heeding the implacable will of their royal rulers, the Necrons' growing armies can appear as if from nowhere, striding from pan-dimensional portals or cohering from the sickly glare of invasion beams. There is nowhere these soulless beings cannot reach and little their technology cannot achieve. It requires only the will to wield, and the Necrons' pitiless will has been hardened over countless ages.



AEONS-OLD DYNASTIES

A strict hierarchy governs Necron society, and biotransference entrenched this structure even deeper. The ruling nobles of the Necron royal houses received the most advanced mechanical forms, their personalities and intelligences undimmed and their pride and ambition as deeply rooted as ever. By contrast, Necron citizenry became little better than tools. Incapable of speech, their minds are shackled to the wills of their lords, leaving only echoes of their former selves.

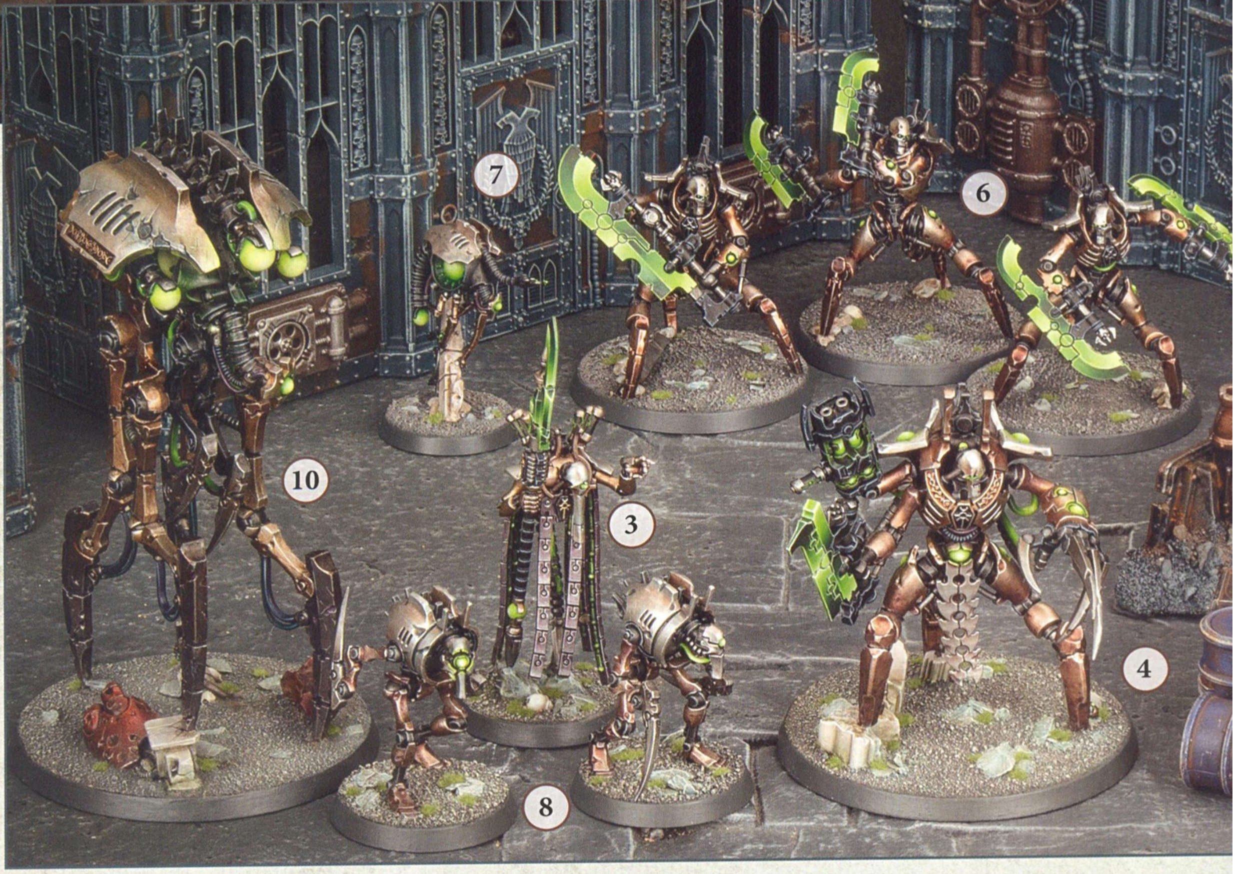
Each royal house founded a dynasty, whose Phaeron rules it with an iron fist. From the dynasty's crownworld, the Phaeron and his court of advisors and lesser lords formulate their plans for galactic dominion. Many worlds within their territory have been destroyed or occupied by the younger races. Sometimes bound by inflexible codes of honour, Phaerons may stoop to granting these races an opportunity to remove themselves. Woe to those who ignore or refuse this generous boon.

When the Necrons entered the Great Sleep, they were given one final command by Szarekh, the Silent King; that when they awoke they would reinstate the power and glory of the dynasties. The form this ascension would take has been interpreted by the Phaerons in different ways. Many dynasties were damaged during their slumber – victims of chance disasters, discovered by ancient enemies or looted by younger races. Some have looked inwards, fortifying their remaining holdings. Others are fiercely expansionist, rapidly absorbing smaller dynasties through negotiation or force, and regularly coming into conflict with other races.

Certain dynasties are said to be seeking ways to reverse the process of biotransference, to return to the Time of Flesh. By what horrific means they intend to accomplish this remains thankfully obscure. The resources of other Phaerons are bent towards instilling a rigid order upon the galaxy, and of finding some method to seal off the mutative and corrupting influence of the warp from the material universe forever.

The dynasties' common aim – to cleanse the galaxy of barbaric usurpers and impose their rule over all other life – faces many obstacles. The insanity and corroded intellects of many nobles make some dynasties easy prey for their enemies, or create illusory goals that can never be attained. Even where Phaerons have emerged from the Great Sleep with their wits intact, personal rivalries can mire any cooperation in endless political machinations.

It would take the greatest of visions and the most awe-inspiring of ambitions to fully unite the dynasties. Were that ever to happen, the consequences for the Necrons' enemies would be dire indeed.



NECRONS

The Necrons of the Szarekhan Dynasty have no intention of allowing the Silent King's master plan to falter. On Vertigus II, among the silent ruins of the former mining communes, these deathless warriors and constructs have suddenly attacked the Ultramarines' strike force. Their gaze betrays not a hint of compassion as they mechanically commence a red harvest.

Above you can see the Necron forces present at one of the mining communes on Vertigus II, set to defend their scheme.

The imperious Overlord commands this cybernetic cohort, driving them onward with pulsing neural commands and bidding them to obey his ancient and indomitable will. He regally directs the Necrons under his command with incisive strategy, but will not shirk from the clash of close combat if so challenged. An intimidating blade shimmering with baleful light is held in his vice-like grip, and his engineered strength enables him to wield it effortlessly.

From the Overlord's sepulchral court, he has summoned other powerful figures to ensure none can stand before him. The hunched form of the Plasmancer crackles with sparks of exotic energy as he channels near-sorcerous hypertechnology into the warriors around him; in so doing, he overcharges their reanimation protocols and speeds up their return to the fight, reknitting terrible wounds. He is accompanied by his attendant Cryptothralls, the blade-limbed creations mindlessly guarding him from harm. Also maintaining the Overlord's iron grasp on Vertigus is the loyal Royal Warden who marshals his master's undying servants to carry out the Overlord's orders. The Royal Warden undertakes special missions with a portion of the force and reinforces his ruler's command in larger conflicts.

The backbone of the contingent are the ranks of shambling Necron Warriors. Their burnished living metal bodies are dulled and chipped, but they wordlessly follow their lord's commands without hesitation, eerily shuffling in juddering steps into the teeth of the enemy's guns, or towards objectives the Overlord deems vital. Offensively, their implacable advance wears down the most determined foe as they steadily grow closer. Those the enemy manage to fell often return to the fray, reanimating from grievous wounds to unleash beams and rays that flay the flesh. In defence, Necron Warriors' immortal refusal to yield denies their enemies any swift victory, embroiling them in a gruelling battle of attrition and a sea of heavy reaping blades

where the fallen rise from every would-be deathblow.

Maintained by the Plasmancer and his genius Cryptek kin, the swarm of Canoptek Scarabs advance at the forefront of the Necron forces, to the sound of a dirge-like drone of metallic wingbeats that herald the Overlord's presence. Their speed and manoeuvrability allow them to counter the enemy's own swift assets, and to engulf entire units that would otherwise threaten the Overlord's more valuable minions.

The insane and dangerous Skorpekh Destroyers, and the monstrous Skorpekh Lord, care nothing for the Overlord's magnificent tactical machinations, but their lethality is incredibly useful and he factors them in as devastating shock troops. Desperate to fulfil the murderous impulsions coursing through their neural pathways, they scramble forward as fast as they can, their huge blades vibrating across dimensional states. The Skorpekh Destroyers crash into their victims, spinning and slaying in a frenzy of death-dealing, and the augmented, many-armed form of the Skorpekh Lord allows the once honoured high-born to eradicate enemies both near and at range.

Unthinking constructs attend the Overlord's force, their subroutines aiding his warriors or spelling doom for those who oppose him. Shadowing the nihilistic members of the Destroyer Cults is the Plasmacyte. Filled with tainted energy, it carefully calculates the moment when injecting its crazed charges will most benefit the Necrons' ultimate victory. The stilt-limbed Canoptek Reanimator, meanwhile, is programmed to remain close to the heart of the Overlord's forces, where its nano-scarab beams can best be put to use in undoing the worst the enemy's weapons can inflict.

On the tabletop, this varied and balanced force is able to grind down its opponents with its resilient infantry, while flanking them in swift and deadly counter-attacks.

1. Overlord
2. Royal Warden
3. Plasmancer
4. Skorpekh Lord
5. Necron Warriors
6. Skorpekh Destroyers
7. Plasmacyte
8. Cryptothralls
9. Canoptek Scarab Swarms
10. Canoptek Reanimator

ANGELS OF DEATH

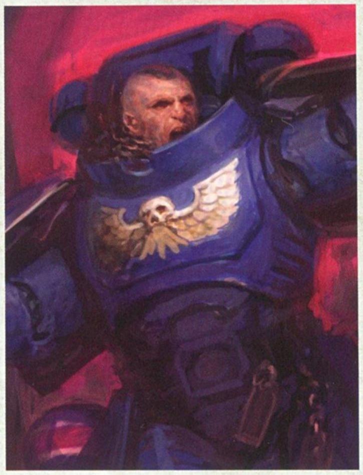
The galaxy is a dark and terrifying place, where Humanity's worlds are beset on all sides by terrifying xenos, heretical traitors and the unknowable horrors of daemonkind. At the vanguard of the Imperium's armies fight the Space Marines. They are Mankind's greatest warriors, holding back nightmarish foes and experiencing no fear.

Known formally as the Adeptus Astartes, Space Marines are the champions of Humanity. They sweep through their enemies in a storm of fire; tyrants are cleaved apart with post-human strength, while warriors are shredded in hails of explosive fire and outmanoeuvred in stunning combined arms strategies. Their shock assaults are legendary, the speed and fury of their attack enough to crush the fiercest opposition. In these dark times Humanity relies upon them like never before, and the call to arms for these elite warriors is all the more desperate.

The creation of the first Space Marines dates back millennia, to the days of myth in the early Imperium. Crafted through the Emperor's arcane science, Space Marines are genetically augmented to be far more powerful than ordinary men. Their bones are denser, their senses refined to be keener and their muscle grown to superhuman proportions. Additional organs are implanted within their bodies. These protect against poisons, increase the Space Marine's reactions and speed up his ability to heal, some even connecting the Space Marine's body directly to the armour he wears.

Space Marines go to war in suits of heavy power armour. Though flexible, its thick layers of ceramite plating make the wearer able to resist all but the most devastating of blows. The armour's immense weight is compensated for by bundles of artificial muscle fibres and servo-motors, which boost the Space Marine's strength further. Space Marines' weapons match the superlative quality of their armour. Foremost amongst their arsenal are lethal bolt weapons, all variants of the revered boltgun that has become emblematic of these lauded warriors. Bolts are large projectiles, almost small missiles, fired from rifles and pistols. Mass reactors in their warheads cause them to explode once they have penetrated their targets, resulting in horrendous wounds.

Individual squads bear weapons suited to their battlefield role and the mission they are undertaking. Long-bladed swords wreathed in crackling power fields are borne alongside shields projecting shimmering force fields. Volatile plasma weaponry, its secrets now only known to a few, spits streaks of fiery star-matter, while the growl of revving chainswords gives way to screeching whines as their bladed teeth bite. As an elite fighting force, Space Marines are equipped to the highest standards, but even these redoubtable warriors do not fight unsupported. Squadrons of bikes, anti-grav skimmers and battle tanks fight alongside the battle-brothers with engines roaring.



Space Marines are the galaxy's greatest shock troops. They are delivered to battle like a thunderbolt in airborne drops and mobile strikes that overwhelm the foe with their suddenness. Much fewer in number compared to the vast armies of the Imperium's other forces, Space Marines are nonetheless capable of defeating forces many times their size. They are drilled in almost every form of combat and hypno-indoctrinated with knowledge of battle plans and mission dogmas. This allows Space Marines to deploy in diverse formations and to adapt their strategy at a moment's notice. Throughout the years of surgical implantation and physical preparation required to become a Space Marine, they are conditioned to be absolutely loyal. Their minds are made more capable than an ordinary man's of resisting the temptation of power and of rejecting laxity of discipline. In battle, Space Marines are dedicated and focused, and they know no fear.

Space Marines are figures of myth and awe to the citizens of the Imperium, only a fraction of whom will ever see one with their own eyes. Space Marines tower over the mass of Mankind, venerated as saintly guardians by some and feared as harbingers of retribution by others. As much as they wage war against the depredations of xenos empires, Space Marines also protect Humanity from the heretics, traitors and mutants that endanger it from within. Whether they are rebellious planetary governors, covenants of psychic abominations, traitorous xenos collaborators or corrupted genetic bloodlines, all fear the approach of the Space Marines.

Though Space Marines are derived from Human stock, some of their humanity has been taken from them. Few of these warriors regularly interact with ordinary Humans, standing apart from those they are sworn to protect. Their duty is to ensure a future for Mankind, and their lives – extended far beyond a normal lifespan – are filled with near constant war. Unless death takes them, they will continue to defend the Imperium for centuries, standing between Humanity's survival and its complete annihilation.

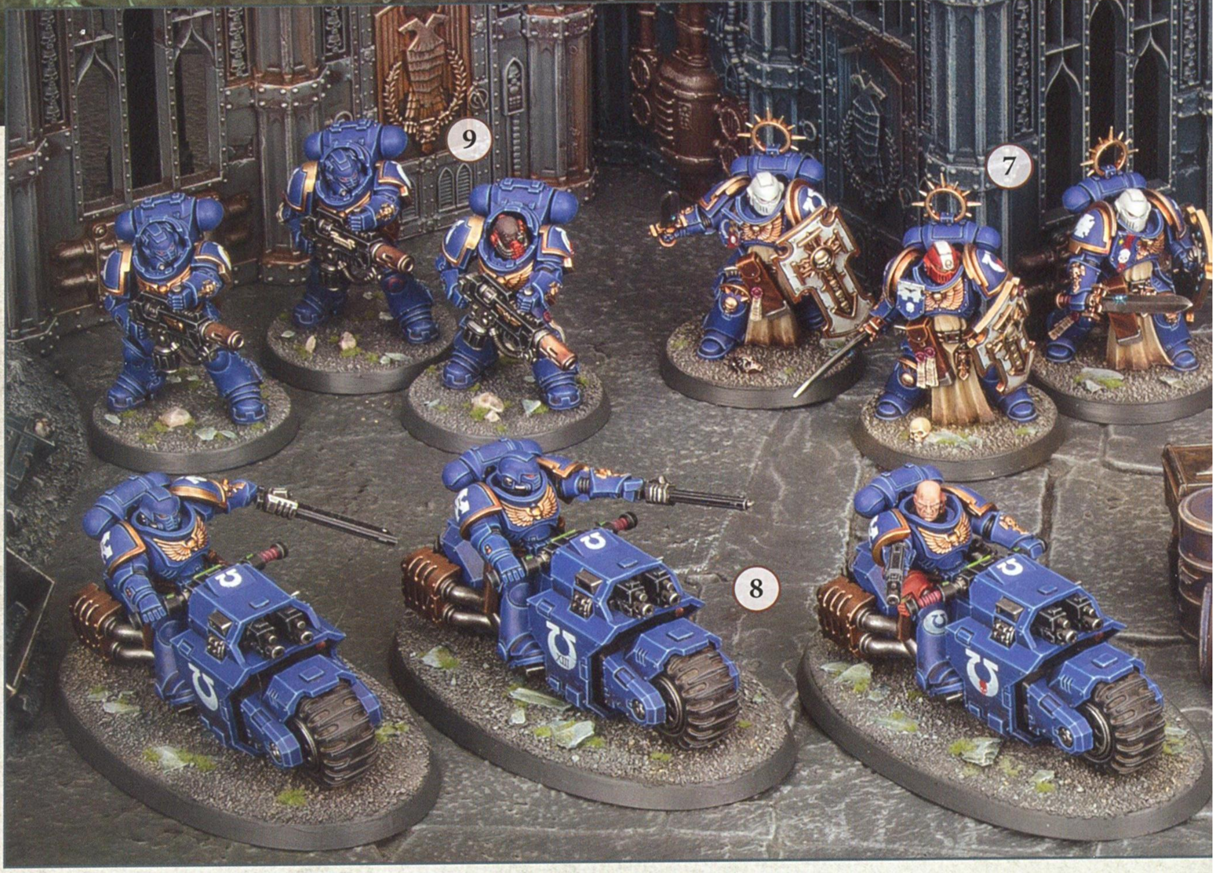
A THOUSAND CHAPTERS

Every Space Marine belongs to a Chapter – a monastic military institution of fierce independence and ancient tradition that answers to few in the Imperium's byzantine hierarchy. The Chapter a Space Marine belongs to is displayed proudly upon their power armour, which bears the traditional colours and insignia that mark each of the Adeptus Astartes out as a member of an elite warrior brotherhood. It is thought that there are approximately a thousand of these organisations. Some were established only recently, after the opening of the Great Rift, while others can trace their origins back tens of thousands of years, their successors originating in a series of Foundings. Either based upon home worlds or operating from mobile fleets of ships, Chapters of Space Marines are spread throughout the galaxy.

Each Chapter maintains its own culture and practices, but in matters of their size and structure, the majority follow the tenets of the Codex Astartes. The Primarch Roboute Guilliman, gene-sire of the Ultramarines Chapter, penned this ancient treatise and its precepts endure to this day. Each Chapter comprises a nominal complement of a thousand battle-brothers, divided into ten companies of ten squads. The Codex Astartes details each squad's battlefield role, the recognition markings that are applied to their armour and the hierarchy of their officers. Many Chapters follow the Codex to the letter, their respect for its directions bordering on veneration. Other Chapters hold the Codex in high honour and follow it closely, but deviate from its strictures in areas of their choosing, such as their iconography, combat philosophy and doctrines.

Though they are arguably the most powerful of the Imperium's fighting forces, Space Marine Chapters remain thinly spread throughout the galaxy. Their unending wars and campaigns in the defence of the Imperium are undertaken upon the word of their Chapter Master, a warrior lord beholden to none save the Imperium's highest authorities. He alone is responsible for the actions of his warriors and for maintaining their constant state of readiness to answer the call to battle. He decides which pleas for aid to answer, which systems to cleanse of xenos invasion and upon which worlds to crush heretical rebellion.

Some Chapters are responsible for the protection of certain regions of space, while others make war in crusades that stretch across sectors for generations. Edicts may despatch them to specific war zones where their commanders are usually placed in strategic command of other forces. Many Chapters also maintain ancient pacts with certain Imperial institutions. They do not hesitate to respond when called upon to fulfil these oaths, for honour and fealty are held to be amongst the greatest virtues for these post-human warriors.



SPACE MARINES

The Space Marines of the Ultramarines Chapter have made planetfall on Vertigus II with some of the greatest warriors of their brotherhood. Before they can find out what happened to the planet's mining communes, the Necrons have attacked them. But the Space Marines are the champions of Humanity, fearing no xenos aggression, and by their strength the Imperium endures.

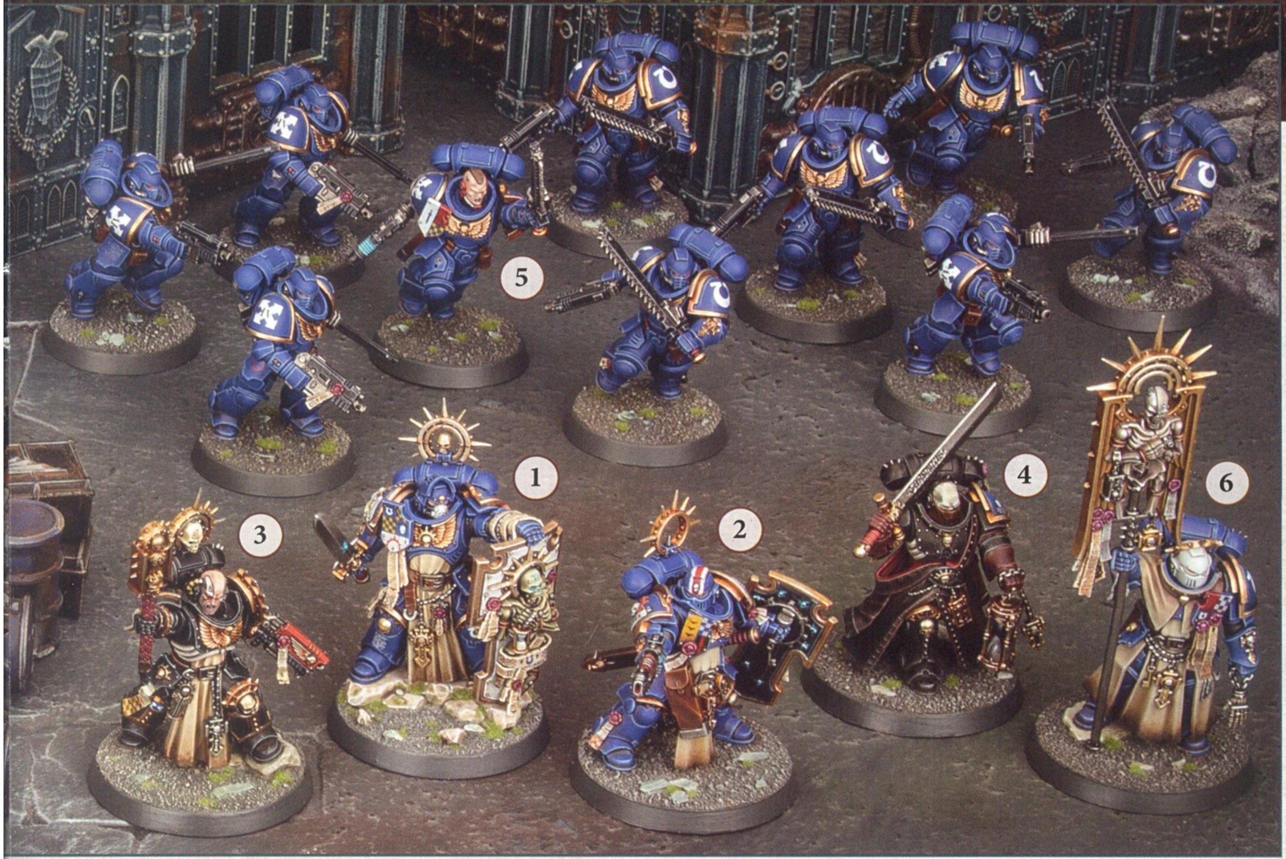
Shown here is the leading Ultramarines' strike force on Vertigus II, there to investigate its lack of contact with Terra.

Commanding the Space Marines at this mining commune, with leadership of their operations around the planet, is the Primaris Captain. A grizzled veteran of countless conflicts, he is an experienced tactical strategist, as capable of coordinating the multiple-theatre invasion of an entire system as of personally leading an elite kill team of just a handful of warriors. The Captain leads from the front, his personal combat prowess an inspiration to his battle-brothers as he cleaves apart the Imperium's enemies with his artificer-crafted power blade.

The Primaris Lieutenant from the Captain's Company acts as his second in command. Providing his commander with tactical flexibility, the Lieutenant helps to direct the elite squads of Space Marines in the precise application of both their augmented strength and brutally efficient weaponry.

The Captain has also called upon the black garbed members of the Chapter's Reclusiam. The Judiciar and the company's Primaris Chaplain bolster their battle-brothers' spirits with litanies of battle, declaiming the foulness of their foes. The Chaplain does so with bombastic rhetoric and shouted oaths, driving those he faces to their knees with savage swings of his sanctified crozius arcanum. By contrast, the Judiciar exacts silent and just vengeance upon those who dare oppose them. His every executing blow is carefully measured to extol the Chapter's creed, stirring squads of Space Marines to greater heights of valour.

The mailed fists at the heart of the Captain's strike force are the Assault Intercessors, whose shock assaults eviscerate and crush their enemies. Those brave enough to face down the charge of a squad of Assault Intercessors rarely survive the thunderous impact of genetically augmented muscle and heavy slabs of dense ceramite plating. The Space Marines follow this up with sweeps of their chainswords – the blades' razor-sharp teeth churning – and the



bark of mass-reactive bolts from their heavy pistols. With their foe in ruins, their Sergeant relays the Captain's orders and, without pause, they head swiftly on to the next target. Assault Intercessors secure tactical objectives in bursts of lethal activity, taking and holding ground or forging deep into enemy-held territory.

On duty behind enemy lines, the Outriders secure their brothers' flanks, ranging ahead as a vanguard to intercept the foe's own reconnaissance assets. Far surpassing such opposing units in their offensive capabilities, Outriders punch through scouting screens like a lance. When fighting with the Captain's primary thrust, they maintain his strategic control of the battle sphere, forming a rapid reaction force the Captain despatches to eliminate emergent threats, or to gain data on those so powerful and dangerous that even Outriders' weapons require aid.

These are the chosen targets of the Eradicators, who are tasked by the Captain with scouring the toughest of enemies from the face of the planet with the incandescent beams of their melta rifles. They brave the firestorms of the front lines, turning high priority adversaries into piles of molten slag and crushing the ashen remains of lesser foes underfoot.

Battle-scarred and disciplined warriors, the Veterans and the Ancient honoured with Bladeguard roles prove to their battle-brothers their skill and devotion to duty in every conflict. They commit to the guardianship of their Company's honour and fight at the heart of the Captain's manoeuvres, letting friend and foe alike bear witness to their stoic resolve. When the Ancient plants his standard and the Veterans lock their shields, few fighting forces in the galaxy can break them.

On the tabletop, the Space Marines are a compact but highly elite force, their versatility and the complimentary strengths of their units enabling them to defeat foes many times their number.

1. Primaris Captain

2. Primaris Lieutenant

3. Primaris Chaplain

4. Judiciar

5. Assault Intercessor Squad

6. Bladeguard Ancient

7. Bladeguard Veteran Squad

8. Outrider Squad

9. Eradicator Squad

Leading entire strike forces of Space Marines from the front lines, Captains exemplify the strength and skill of the warriors under their command. They are paragons of strategic genius with centuries of battlefield experience, and their heroic deeds are often rewarded with ancient artefacts drawn from the Chapter's vaults.

PRIMARIS CAPTAIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Captain	6"	2+	2+	4	4	6	5	9	3+

This model is equipped with: heavy bolt pistol; master-crafted power sword; frag grenades; krak grenades; relic shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR	ABILITIES
Relic shield	Each time the bearer suffers a mortal wound, roll one D6; on a 4+, that mortal wound is ignored. Improve the bearer's Save characteristic by 1.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Rites of Battle (Aura): Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS: **INFANTRY, CHARACTER, PRIMARIS, CAPTAIN**

Lieutenants constitute a secondary layer of leadership and strategic implementation within Space Marine strike forces. In addition to their own formidable combat prowess, they act as a force multiplier, their tactical capabilities allowing their warriors to adapt far more fluidly to changing situations.

PRIMARIS LIEUTENANT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Lieutenant	6"	2+	2+	4	4	5	4	8	3+

This model is equipped with: neo-volkite pistol; master-crafted power sword; frag grenades; krak grenades; storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Neo-volkite pistol	15"	Pistol 2	5	0	2	Each unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. Improve the bearer's Save characteristic by 1.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Tactical Precision (Aura): Re-roll wound rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS: **INFANTRY, CHARACTER, PRIMARIS, LIEUTENANT**

PRIMARIS CHAPLAIN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

This model is equipped with: absolvor bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	18"	Pistol 1	5	-1	2	-
Crozius arcanum	Melee	Melee	+2	-1	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Spiritual Leaders (Aura): Friendly <CHAPTER> units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.

Rosarius: This model has a 4+ invulnerable save.

PRIEST

This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model that phase. Roll one D6; on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

Litany of Hate (Aura): If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS: **INFANTRY, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN**

Chaplains are the guardians of their Chapter's spirit and protectors of its warriors' souls. They uphold the traditions of their brotherhood and keep its relics safe, while on the battlefield they bellow litanies of hatred and faith, their fiery sermons giving grim inspiration to the warriors they accompany.

JUDICIAR

4 POWER

No.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Judiciar	6"	2+	3+	4	4	5	4	9	3+

This model is equipped with: absolvor bolt pistol; executioner relic blade; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	18"	Pistol 1	5	-1	2	-
Executioner relic blade	Melee	Melee	+3	-3	2	Each unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Blade Parry: This model has a 4+ invulnerable save against melee weapons.

Tempormortis: At the start of each Fight phase, select one enemy unit within 6" of this model. That unit cannot fight until all other eligible units have done so that phase.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS: **INFANTRY, CHARACTER, PRIMARIS, JUDICIAR**

In their binding vows of duty, Judiciars don helms that ceremonially silence them. They do not preach aloud, but their deeds are a litany of fury. Wielding a tempormortis in one hand and an immense blade in the other, they enforce the Chapter's edicts, levelling judgement at those who have incurred the wrath of their brotherhood.

BLADEGUARD VETERAN SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Bladeguard Veteran	6"	3+	3+	4	4	3	3	8	3+
1	Bladeguard Veteran Sergeant	6"	3+	3+	4	4	3	4	9	3+

Every model is equipped with: heavy bolt pistol; master-crafted power sword; frag grenades; krak grenades; storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. Improve the bearer's Save characteristic by 1.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Infantry, Primaris, Bladeguard, Bladeguard Veteran Squad**

Bladeguard Veterans are inexorable warriors, advancing relentlessly with blades held high – the very image of noble knights of myth. Seconded from their Chapter's elite 1st Company of veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.

BLADEGUARD ANCIENT

5 POWER

NO.	NAME	M	WS	BS	S	T	W	A	LD	SV
1	Bladeguard Ancient	6"	3+	3+	4	4	5	4	9	3+

This model is equipped with: heavy bolt pistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Astartes Banner (Aura): Add 1 to the Leadership characteristic of models in friendly **<Chapter>** units whilst their unit is within 6" of this model. In addition, roll one D6 each time a model in such a unit (excluding **Vehicle**, **Beast** and **Wulfen** models) is destroyed by an attack made by an enemy model. On a 4+, do not remove the destroyed model from the battlefield – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

Deeds of Heroism (Aura): Add 1 to hit rolls for attacks made by friendly **<Chapter> Bladeguard** models whilst their unit is within 6" of this model.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Infantry, Character, Primaris, Bladeguard, Bladeguard Ancient**

Bladeguard Ancients bear the honour of carrying their Chapter's precious standards into battle. The most revered of these incorportate the remains of fallen heroes of the Chapter; in their presence, battle-brothers are inspired to emulate the legendary deeds of these paragons of old.

ASSAULT INTERCESSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
1	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, its Power Rating is increased to 10. Every model is equipped with: heavy bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is destroyed after shooting with this weapon.
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Assault Intercessor Sergeant can be equipped with 1 plasma pistol instead of 1 heavy bolt pistol.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS: **INFANTRY, PRIMARIS, ASSAULT INTERCESSOR SQUAD**

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing explosive salvoes from their heavy bolt pistols as they close upon the foe, Assault Intercessors then charge into the fray where they make short work of their enemies with brutal swings of their chainswords.

OUTRIDER SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Outrider	14"	3+	3+	4	5	4	2	7	3+
1	Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword, frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Devastating Charge: If this unit makes a charge move, add 2 to the Attacks characteristic of models in this unit until the end of the turn.

Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS: **BIKER, PRIMARIS, OUTRIDER SQUAD**

Outrider Squads rove in advance of the main Space Marine lines, guarding flanks of larger formations or hunting down enemy infiltrators. When battle is joined, they conduct lightning fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of their Chapter.

Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear a version of the heavier Gravis Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.

ERADICATOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Eradicator	5"	3+	3+	4	5	3	2	7	3+
1	Eradicator Sergeant	5"	3+	3+	4	5	3	3	8	3+

Every model is equipped with: bolt pistol; melta rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Melta rifle	24"	Assault 1	8	-4	D6	When resolving an attack against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Total Obliteration: In your Shooting phase, you can declare this unit will only shoot a single target. If you do, select one target unit for this unit; models in this unit can shoot twice this phase, but they can only target that enemy unit.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Infantry, Mk X Gravis, Primaris, Eradicator Squad**

OVERLORD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Overlord	5"	2+	2+	5	5	5	3	10	3+

This model is equipped with: tachyon arrow; hyperphase glaive.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Hyperphase glaive	Melee	Melee	+2	-3	D3	-

ABILITIES
Living Metal (see *Codex: Necrons*) **Phase Shifter:** This model has a 4+ invulnerable save. **My Will Be Done:** In your Command phase, you can select one friendly **<DYNASTY>** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to the hit roll. A unit can only be selected for this ability once per phase. **Relentless March (Aura):** When a **<DYNASTY>** unit within 6" of this model is selected to make a Normal Move or an Advance, add 1" to the distance it can move.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, NOBLE, OVERLORD**

Gilded nobility of the undying legions, Overlords form the highest echelons of the dynasties' ruling caste. Dominion over tomb worlds of ageless warriors and spectral automata is theirs, and with unquestioned command over their deathless armies they wield enough power to crush entire civilisations.

ROYAL WARDEN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Royal Warden	5"	3+	3+	5	5	4	3	10	3+

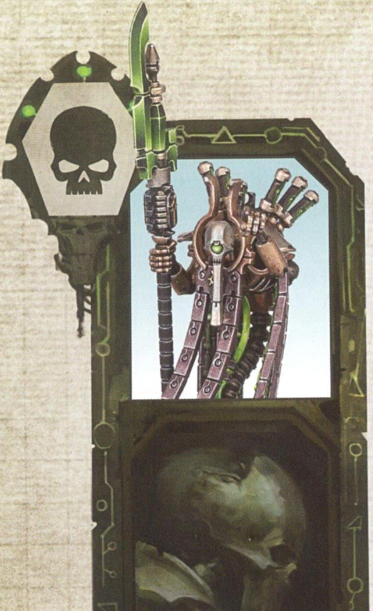
This model is equipped with: relic gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Relic gauss blaster	24"	Rapid Fire 2	5	-2	2	-

ABILITIES
Living Metal (see *Codex: Necrons*) **Adaptive Strategy:** In your Command phase, you can select one friendly **<DYNASTY>** unit within 9" of this model. Until the end of the turn, that unit can Fall Back and still be selected to shoot and charge.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, ROYAL WARDEN**

Royal Wardens ensure their lord's will is carried out by the dynasty's vast armies. They possess the initiative to adapt the strategies of the phalanxes under their command with engrammatic logic. While they retain independence of thought, protocols buried deep within their living metal cortexes render them unquestioningly loyal.



Plasmancers are unsubtle annihilators and harbingers of destruction. They are capable of wielding energy as a weapon in itself rather than needing to bind it into other forms. Ribbons of plasmic elements ripple over their living metal bodies, and coruscating arcs of interdimensional particles crackle between their fingertips.

PLASMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plasmancer	5"	3+	3+	4	4	4	1	10	4+

This model is equipped with: plasmic lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasmic lance (shooting)	18"	Assault D3	7	-3	2	-
Plasmic lance (melee)	Melee	Melee	User	-3	2	-

ABILITIES

Living Metal (see *Codex: Necrons*)

Living Lightning (Aura): At the start of the Fight phase, roll one D6 for each enemy unit within 6" of this model; on a 4+, that unit suffers 1 mortal wound.

Harbinger of Destruction: At the end of your Movement phase, if this model has not Advanced or Fallen Back, you can select the nearest visible enemy unit within 18". If you do, roll three D6s; for each dice result of 4+, that unit suffers 1 mortal wound.

FACTION KEYWORDS: **NECRONS, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, FLY, CRYPTEK, PLASMANCER**

Skorpekh Lords are vessels of monomaniacal obsession, stripped of any compassion and nobility. They exist to kill the living, for in the twisted circuitry of their minds there is room for naught else. For Skorpekh Lords, the desire to kill has long since eclipsed the reasons why, and they are driven ever onwards by their insanity.

SKORPEKH LORD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Skorpekh Lord	8"	2+	2+	6	6	6	4	10	3+

This model is equipped with: enmitic annihilator; flensing claw; hyperphase harvester.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic annihilator	18"	Assault 2D3	6	-1	1	Blast
Flensing claw	Melee	Melee	User	-1	1	Make 2 hit rolls instead of 1 for each attack made with this weapon.
Hyperphase harvester	Melee	Melee	+2	-4	3	When resolving an attack with this weapon, subtract 1 from the hit roll.

ABILITIES

Living Metal (see *Codex: Necrons*)

United in Destruction (Aura): Re-roll wound rolls of 1 for attacks made by models in friendly **<DYNASTY> DESTROYER CULT** units whilst their unit is within 6" of this model.

Phase Shifter: This model has a 4+ invulnerable save.

Hardwired for Destruction: Re-roll hit rolls of 1 for attacks made by this model.

FACTION KEYWORDS: **NECRONS, DESTROYER CULT, <DYNASTY>**
KEYWORDS: **INFANTRY, CHARACTER, SKORPEKH LORD**

SKORPEKH DESTROYERS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+
0-1	Plasmacyte	8"	4+	4+	4	5	1	1	10	4+

If this unit contains a Plasmacyte model, its Power Rating is increased to 7. One Skorpekh Destroyer in this unit is equipped with: hyperphase reap-blade. Every other Skorpekh Destroyer in this unit is equipped with: hyperphase threshers. A Plasmacyte is equipped with: monomolecular proboscis.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase reap-blade	Melee	Melee	+2	-4	3	-
Hyperphase threshers	Melee	Melee	User	-3	2	When the bearer fights, it makes 1 additional attack with this weapon.
Monomolecular proboscis	Melee	Melee	User	-1	1	-

ABILITIES

Reanimation Protocols (see *Codex: Necrons*)

Infused Madness: At the start of the Fight phase, if this unit contains a **PLASMACYTE** model, it can inject tainted energy. If it does, roll one D6; on a 1, one **SKORPEKH DESTROYER** model in this unit is destroyed. Until the end of that phase, add 1 to the Strength and Attacks characteristics of **SKORPEKH DESTROYER** models in this unit.

Hardwired for Destruction: Re-roll hit rolls of 1 for attacks made by models in this unit.

FACTION KEYWORDS: **NECRONS, DESTROYER CULT, <DYNASTY>**
KEYWORDS (SKORPEKH DESTROYERS): **INFANTRY, SKORPEKH DESTROYERS**
KEYWORDS (PLASMACYTE): **INFANTRY, PLASMACYTE**

Striding forward in a rush of ungainly steps, their weaponised limbs sweeping in a whirlwind of gore, Skorpekh Destroyers feed their need to kill whenever they are unleashed upon the battlefield. Nothing else can override the hard-wired desire to kill that empowers these deranged Necrons.

Canoptek Plasmacytes use their monomolecular proboscis to inject an infectious, sentient energy into the deranged members of the Destroyer Cults. This hateful substance – as dangerous as it is powerful – heightens their nihilistic insanity and drives their mindless annihilation to new heights.

With a hunched and unsettling gait, Cryptothralls shamble before their Cryptek masters, serving as protectors and symbols of status. Defending their arcanologist creators with systematic vigour, Cryptothralls disembowel enemies with mere sweeps of their claws, or unleash beams of gauss energy from their cyclopean irises.

CRYPTOTHRALLS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Cryptothrall	5"	4+	4+	5	5	2	3	10	3+

Every model is equipped with: scouring eye; scythed limbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scouring eye	12"	Pistol 2	5	-2	1	-
Scythed limbs	Melee	Melee	User	-1	1	-

ABILITIES

Living Metal, Reanimation Protocols (see *Codex: Necrons*)

Bound Creation: In a Battle-forged army, you can include one **CRYPTOTHRALLS** unit in a Detachment for each **CRYPTEK** unit in that Detachment (**CRYPTOTHRALLS** units do not take up slots in a Detachment).

Protectors (Aura): Enemy models cannot target a **CRYPTEK** unit from your army with a ranged weapon whilst it is within 3" of a friendly **CRYPTOTHRALLS** unit

Systematic Vigour: Models in this unit change their Weapon Skill and Ballistic Skill characteristic to 3+ and their Attacks characteristic to 6 whilst this unit is within 6" of any friendly **CRYPTEKS.**

FACTION KEYWORDS: **NECRONS, CANOPTEK, <DYNASTY>**
KEYWORDS: **INFANTRY, CRYPTOTHRALLS**

Precisely picking their way across broken battlefields, Canoptek Reanimators are called from the dynasty's tomb worlds to unpick the damage caused by the enemy's artifice. The beams of nano-scarabs they emit atomise matter, and they use this raw material to mend fallen Necrons, that they might rise and fight once more.

CANOPTEK REANIMATOR

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Reanimator	8"	4+	4+	5	5	6	4	10	3+

This model is equipped with: 2 atomiser beams; elongated claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atomiser beam	12"	Assault 3	6	-2	1	-
Elongated claws	Melee	Melee	User	-2	1	-

ABILITIES

Living Metal (see *Codex: Necrons*)

Nano-scarab Reanimation Beam: In your Command phase, you can select one friendly **<DYNASTY>** unit within 9" of this model. If you do, until the start of your next Command phase, while that unit is within 9" of this model, add 1 to Reanimation Protocols rolls made for models in that unit.

FACTION KEYWORDS: **NECRONS, CANOPTEK, <DYNASTY>**
KEYWORDS: **MONSTER, CANOPTEK REANIMATOR**

NECRON WARRIORS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Necron Warrior	5"	3+	3+	4	4	1	1	10	4+

If this unit contains 11 or more models, its Power Rating is increased to 10. Every model is equipped with: gauss flayer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Gauss reaper	14"	Rapid Fire 1	5	-2	1	-

WARGEAR OPTIONS

- Any model can be equipped with 1 gauss reaper instead of 1 gauss flayer.

ABILITIES

Reanimation Protocols (see *Codex: Necrons*)

Their Number is Legion: Re-roll Reanimation Protocol rolls of 1 for models in this unit.

FACTION KEYWORDS: **Necrons, <Dynasty>**
KEYWORDS: **Infantry, Necron Warriors**

Necron Warriors form the majority of a tomb world's nigh inexhaustible armies. They are a corps of fleshless mechanoids, ranged in their millions against the vital races of the galaxy. Ancient limbs are corroded with age, yet the strength of their metal sinews has not faded, nor has the hard-wired loyalty to their Overlords.

CANOPTEK SCARAB SWARMS

2 POWER

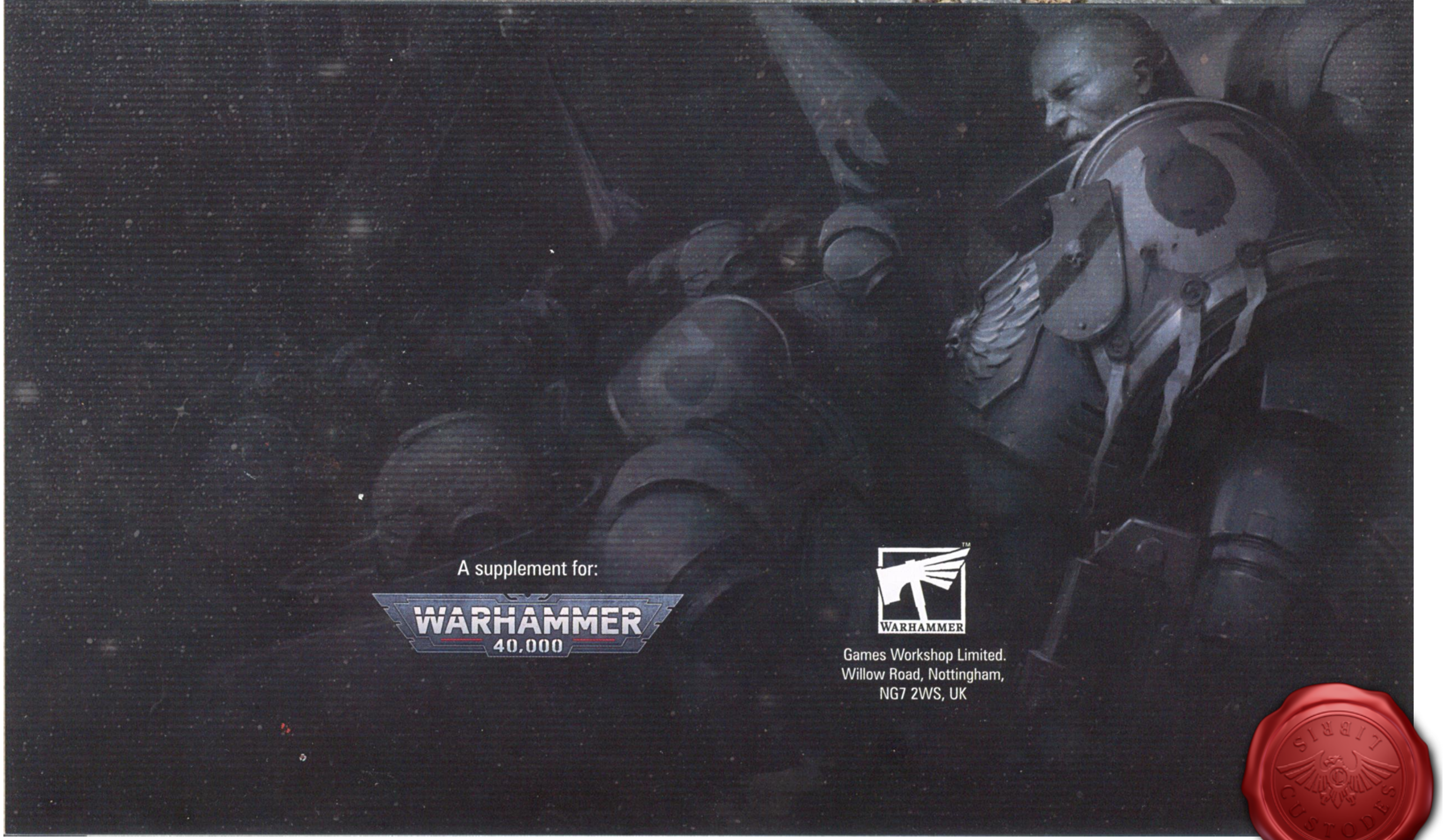
No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Scarab Swarm	10"	4+	-	3	3	4	4	10	6+

If this unit contains 4 or more models, its Power Rating is increased to 4. Every model is equipped with: feeder mandibles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Feeder mandibles	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).

FACTION KEYWORDS: **Necrons, Canoptek, <Dynasty>**
KEYWORDS: **Swarm, Fly, Canoptek Scarab Swarms**

Canoptek Scarab Swarms are found throughout tomb worlds and Necron spacecraft, where automated routines compel them to break down damaged matter of all kinds with their entropic mandibles. They feed on organic and non-organic matter alike, converting it into energy which is re-routed into repair protocols.



A supplement for:

WARHAMMER 40,000

WARHAMMER

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